

**WHAT IS CLAIMED IS:**

1. A display system, comprising:  
  
a display;  
  
a display buffer coupled to the display; and  
  
a processor adapted to execute an application program which, when executed, produces images upon the display, wherein the images are forwarded either in sequence to the display or are compiled as a combination image of at least one of said image drawn over at least another of said images and presented to the buffer before being forwarded to the display.
2. The display system as recited in claim 1, wherein the processor executes in one of two modes to either forward the sequence directly to the display or to compile the sequence as a combination image within the buffer before forwarding the combination image to the display.
3. The display system as recited in claim 1, wherein the images comprise frame, panel and button images.
4. The display system as recited in claim 1, wherein the application program comprises a Java program.
5. A computer-readable memory, comprising:  
  
an operating system,

an application program running on code compatible with the operating system;  
and

a software component invoked by the application program to display object code which, when executed produce a sequence of images upon a display screen, wherein the software component can be configured during runtime of the application program to enable or disable buffering of the sequence of images as a combination image before sending the combination image to the display.

6. The memory as recited in claim 5, wherein the object code is part of a graphical user interface associated with the application program.
7. The memory as recited in claim 5, wherein the software component comprises an application program interface of code which translates between code within the application program and the operating system.
8. The memory as recited in claim 7, wherein behavior of the application program interface emulates that of a second application program interface based on a windowing protocols of a windows-based said operating system.
9. The memory as recited in claim 8, wherein the second application program interface comprises a Java abstract windowing toolkit.
10. The memory as recited in claim 1, wherein the application program is written in Java programming language.
11. The memory as recited in claim 1, wherein the operating system comprises a Windows, Unix or OS/2 computer operating system.

12. A method for displaying an object, comprising:

providing an application program running under an operating system;

creating a graphical representation of the object using an interface independent of the operating system; and

enabling or disabling buffering of said graphical representation during runtime as directed by the application program.

13. The method as recited in claim 12, wherein said creating comprises compiling the object as code that includes part of a graphical user interface associated with the application program.

14. The method as recited in claim 12, wherein said creating comprises implementing a call routine to compile a software component that includes an application program interface between the application program and the operating system.

15. The method as recited in claim 14, wherein the behavior of the application program interface emulates that of a second application program interface based on the operating system.

16. The method as recited in claim 15, wherein the second application program interface comprises the abstract windowing toolkit.

17. The method as recited in claim 12, wherein the application program is written in Java programming language.

18. The method as recited in claim 12, wherein the operating system comprises a Windows, Unix or OS/2 computer operating system.

19. A computer-readable storage device, comprising:

a windows-based operating system;

an application program running under the operating system;

an object created at runtime by the application program;

an interface independent of the operating system, adapted for

creating a graphical representation of the object; and

enabling or disabling buffering of the graphical representation of the object to a memory storage area prior to displaying the graphical representation, as directed by the application program.